Leicester College

0116 224 2240
www.leicestercollege.ac.uk
info@leicestercollege.ac.uk

E-Sports Diploma level 2

Course Overview

The esports course is perfect if you want to develop your career within the world of esports and looking for an engaging and stimulating qualification which will prepare you for a successful performance in your working life and progression into employment by developing a range of essential skills, techniques and attitudes.
 The qualification is perfect if you are looking to progress to employment in the esports industry, possibly via an apprenticeship in a related industry, or whose aspirations may also be to progress to further education. The qualification is endorsed by The British Esports Association as being suitable for learners wanting to work in this industry. This means that it will be recognised by employers in a range of roles.

 Transferable skills that you will develop through participation in Esports:
 Teamwork | Leadership | Communication | Strategic Thinking | Problem Solving | Decision Making | Analytical Skills | Cyber Skills | Ability to Multi-task | Dexterity | Improving Processing Ability and Reaction Times

 If you are aged 16 to 18, you will be enrolled on a study programme. This will include retaking GCSEs in English and maths if you haven't already achieved a grade 4 or above.
 You will take part in activities that help you to develop your personal skills, such as building your character and confidence. This will help you to live well and move into your chosen career.
 If you are 16-19 years old these activities will be timetabled as will work experience and placement. You can also choose to take part in other activities.
 For other age groups, activities will be tailored to your needs.

What you will learn

This is a career-focused qualification with industry endorsement enabling students to develop underpinning knowledge and technical and transferable skills that gain experience in a variety of different sections of the esports industry. You will study 5 mandatory units:
 • Unit 1: Esports Games, Teams and Tournaments
 • Unit 2: Establishing an Esports Organisation
 • Unit 3: Streaming for Esports
 • Unit 4: Plan an Esports Event
 • Unit 5: Start an Enterprise in Esports
 and one optional unit from the following:
 • Unit 6: Design an Esports Game
 • Unit 7: Positive Health and Well-being in Esports.
 The mandatory content allows you to develop your technical skills across the different unit areas, supported by underpinning knowledge, providing the opportunity for you to extend your skills through a range of esports areas. There are two optional units which allow the you to choose a specialist additional unit to align with your area of interest potentially for progression routes. All assessment relates to the esports industry.
 Communication skills are developed throughout the units, and you can also enhance your broader skills in ICT, while literacy and numeracy skills are also developed throughout.

Entry Requirements

GCSE grade 3(D) in both English and maths or Functional Skills Level 1 in both English and maths.
 Additionally, this course requires one reference and it's desirable that you can demonstrate 90% attendance.

Course Progression

You may also want to progress to further study such as Pearson BTEC Level 3 Nationals in Esports, Information Technology, Creative Media, Sport, Enterprise and Entrepreneurship or Business.
 Successful completion of this qualification could also lead to being fully prepared to progress to a T Level or apprenticeship in the related sector, for example, digital production design, in events, digital marketing or creative media for example.

 Careers In Tech/ Digital/ STEM Industries:
 Cyber Security | Software Development | Big Data Analytics | Cloud Solutions | Network Engineering | Mobile Technologies | Digital Engineering | Artificial Intelligence | UI/ UX Design | Network Management | Virtual Reality | Software Engineering.
 Roles in Esports:
 Professional Player | Coach, Content Creator | Shoutcaster/ Host | Analyst | Journalist | Observer | Admin (referee) | Broadcast / Production| Community/ Social Media Manager | Team/ Player Management Operations | Streamer/ Influencer | Video Editor/ Photographer | Product Manager.
 Academic Links:
 Computer Science ICT | Technology | Creative Media | Business Studies | Entrepreneurship | Games Development | Sport.

What Happens Next

Apply online via the College website, or if your school uses the Positive Steps @16 (PS16) application system please apply through this and speak to your careers advisor if you are unsure. You will need details of your qualifications and employment history, a reference, and a personal statement to complete your application. Once your application has been successfully processed, you will be sent a conditional offer and be invited to a Welcome Event at the College to meet your tutors, learn more about your chosen course of study and tour the facilities. You will then need to confirm your acceptance of the course offered to you. This course is currently going through validation. At this stage we are asking applicants to apply to register their interest.

Course Details

Course Code	P00558
Start Date	07/09/2026
Study Hours	Full Time
Duration	1 year
Campus	Abbey Park Campus
Level	2

Apply Here